

SPEC OPS II

MISSION STRATEGIES

TRAINING

ITEMS WEAPONS & TIPS

GAME BASICS

CONTROLS

GREEN BERETS

PC VS DC

Introduction

you are now entering the world of spec ops 2: us army green berets. this is a sequel to the lifelike military sim, spec ops: us army rangers. and as in the previous version you will once again be able to control a choice us army special operations group. you will be assigned missions that will take you around the world where the scenarios are based on real events plucked right out of today's headlines. there are many differences and improvements made to this latest adventure which include the like of; a built-in multiplayer mode, drop, pickup and trade inventory items, a smarter buddy ai and buddy control gui, new weapons! this walkthrough was written with fixed enemies "on" and the difficulty set to "normal." the easier the difficulty setting, the more hits you can take, and the fewer hits the enemy can take. the number of civilians killed lessens as the level of difficulty is increased. all levels and missions are selectable from the beginning, so this walkthrough is arranged in the order in which they are listed in the game. this walkthrough will help owners of both pc and dreamcast versions of the game. for the differences in the two versions, see "pc vs. dc."

"de oppresso liber"



ANTARCTICA

A US Space Command NAVSTAR GPS SAT SVN 47 crash lands on Antarctica ice shelf.

Even though the missions are selectable from the beginning of the game, Antarctica is a great place to get started. You'll need to get almost all of your characters involved and the combat is not so tough that you will get discouraged. It'll help you be all you can be.

MISSION A

ICE SHELF

Locate and secure the SVN 47 SAT CODEC.

Situation:

Argentine SF units are searching the area for the SVN 47 CODEC.

Mission:

Locate and secure the SVN 47 SAT CODEC.

Execution:

Locate the SVN 47. Attack Argentine SF perimeter and seize the SVN 47 CODEC.

Preparation:

You command a four-man team. The terrain is flat and there's not much cover, except for the rolling, snow-covered ground. The most important beret to assign to this mission is the sniper. In fact bring two. The remaining choices are your call, but there is no need for demolition in this mission. Bring Medkits and extra clips.

Strategy:



Begin this level by commanding your team to get into the prone position and to defend while facing west.

Command a sniper to take out the SF unit who can be seen through the blizzard in the distant West. Once this unit eats snow, a few other unseen units will be on alert. Look South and Southwest for curious, wandering SF soldiers on the lookout for the cause of the gunfire they just heard. Carefully, take aim, and eliminate these units before pressing on westward—following the GPS's targeted direction.

In NCO mode, the lack of enemies in this level will make the task of finding the satellite fairly simple. As long as you take care of the initial threat in the beginning, you will only run into a few SF soldiers while traversing the snowy landscape.

Make sure to keep your eye on the tops of the mountains as well as around each corner. Climbing and walking



along the mountaintops is not a bad idea as long as you stay low and prepare to prone as soon as you hear or see the enemy.

Follow the direction that the GPS indicates until you find the downed CODEC satellite; located in the top left portion of the map.

Walk around to the side of the satellite that triggers the text message, "CODEC REMOVED BY ENEMY." Oh well, good try, but you completed the mission anyhow.



MISSION B

COM CENTER

Infiltrate COM Center. Locate and secure CODEC.

Situation:

Enemy forces have located and seized CODEC.

Mission:

Infiltrate COM Center. Locate and secure CODEC. Enemy is patrolling COM center.

Execution:

Infiltrate COM center. Avoid detection. Locate and secure CODEC.

Preparation:

I found it best to bring two snipers into this battle. If you have already found another favorite fighting type, then make sure to bring at least one sniper to perch on the mountaintop overlooking the COM Center to protect your second guy.



Strategy:

From your starting position, lead one sniper to the north to the edge of the cliff overlooking the COM Center.

You won't be able to climb down the hill here, but you can take out the sniper on the rooftop below and anyone who is alerted by the noise. You may have to stand erect and position yourself near the left cliff-side and the corner of the snow-mound at the edge of this cliff to make the shot. It is also wise to use the infrared scope to pinpoint the sniper on the roof more quickly.

The sniper will see you and begin to fire on you, but you should have plenty of time to take aim and nail him. Keep this man in this position to cover your second man as he approaches the COM Center.

Meanwhile, have your second sniper move towards the Southwest, following the direction indicated by the GPS. Be careful trudging over the first few snowdrifts, there are a few enemy soldiers standing guard close by. One is in the prone position and hard to see until you are right up over him.



Continue to use the guidance of the GPS, taking out enemy soldiers as you encounter them along your journey adjacent to the frozen river. When you reach the open area where the river is directly in your path.

Look across the river and up on the mountaintop to the distant Northeast. There you will spot an enemy lookout. Use the scope on your sniper rifle to assist you in his demise.

At the rivers edge, turn north and continue to follow the guidance of the GPS along the path that runs between the river to your right and the mountainside to your left. Soon you will approach the COM Center and if you switch into the body of the sniper you have overlooking this area, you

will see your man on the ground that has just approached the Center.

Use the man on the ground to approach the Center, if you hear voices or gunfire, hit the dirt and switch to your man with the birds-eye-view. Use this man to take out the enemy as they scout for your intruding lower man—who should be in the prone position.

Take your man on the ground around to the north section of the Center and eliminate the enemy soldiers found there. Keep an out for guards on the radar towers. Do not kill the civilian. He may scream a lot and try to warn others, but he's still a civilian and it wouldn't be ethical to kill him.

Note: There are underground tunnels that connect all the dome buildings to one another. Knowing this may alter your own strategy for infiltrating the COM Center.



Using the GPS, locate the building where the CODEC is being stored.

Enter the dome building that connects to this building and enter the connecting corridor. In the last room of this structure you will find the CODEC.

MISSION C

HELO BASE

Raid base. Destroy both helicopters.

Situation:

Enemy is preparing to evacuate CODEC.

Mission:

Raid base. Destroy both helicopters.

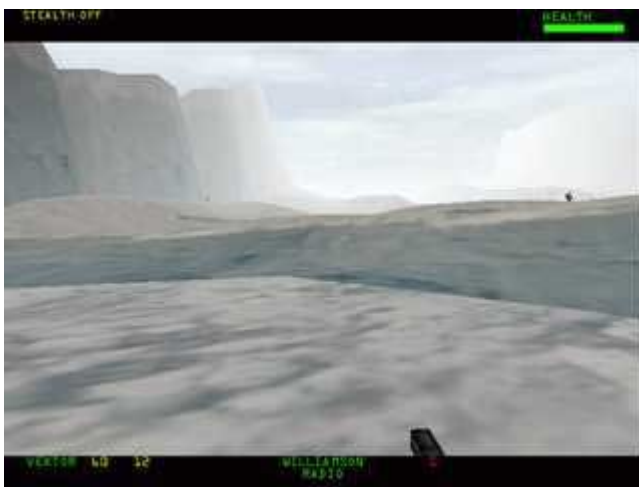
Execution:

Raid HELO base. Destroy both helicopters. Move to RP Zulu.

Preparation:

You command a two-man team and Satchel Charges are required. Have each man carry two Satchel Charges just in case one man unfortunately does not make it to the helicopters. Choose vektor rifles with sniper Green Berets behind the triggers.

However, there are two Satchel Charges located near the helicopter that we said to go to last. So, if you feel like stocking up on extra clips and stuff you can. Just take one Satchel Charge and fill the space with other goodies. As long as you find the stash inside the base.

Strategy:

take out the hostile that stays put around the snow-vehicle to the southwest from this location. Actually, this is recommended. Because, if you don't take him out before you proceed into his range of site, he will nail you.

The Base and RP are both to the south. Just before reaching the base, have one man stay on the northeast side and have another work his way around to the back southwest side.

In the recessed area in the snow, where you begin this mission, is a great place to take on the first group of hostiles.

You'll find your first target to the south (random) or west; far beyond your little snowy-foxhole. Once you fire on the first enemy, three to four more will come running toward you, unless you are using silenced weaponry like the Vektor. Set your buddy to defend and kneel with you behind the wall of snow. As the enemy appears on top of the mound, let 'em have it!

You can even



It's actually a good idea to have one start to the base from the ledges on the west mountains to clear the enemies there that could possibly impede your progress at the base.

Your man on the west mountain will have to backtrack a bit to reach the base because of the ravine, but the vantage point from atop the cliff is priceless. He can take out two guards on the way up, the guard in the tower beyond the base's fence and a few stragglers hanging around the perimeter of the base.

Once you have your men on both sides of the base, you should be able to eliminate all the soldiers inside before you enter. On the backside of the base, you can find a snowdrift that has piled so high on the fence that you can actually walk over the base's primary defense and into the compound. Inside the base, you'll find two hangers containing a helicopter and one enemy soldier guarding each of the targets.

Enter the doors to the hangar that face north and work your way to the helicopter through the halls while crawling.

If you see shadows on the wall to the left, just before the hangar's main storage room, then inch up and roll against the left wall to shoot the hostile who is just inside to the right around the main room's corner. Be careful, sometimes this guy is accompanied by a dude on the catwalk; located above and behind the helicopter.

Place a Satchel Charge next to the helicopter and run outside to the courtyard to watch the smoke rise out of the building.

Next, head through the doors, which face the northwest, and then enter the underground passages, which lead away from this building.

Just pass the hallway leading up to the next hanger, you can find Satchel Charges lying on the floor. Enter the next hanger with caution, place the Satchel Charge, and high tail it out of there!

Lastly, leave the base the way you entered and head north behind the base. In this small valley you will usually encounter a few hostiles. After dealing with these with extreme prejudice, approach the RP site to complete the mission.



MISSION D

RESEARCH BASE

Infiltrate research base. Locate and seize CODEC

Situation:

Enemy forces are attempting to download CODEC codes.

Mission:

Infiltrate research base. Locate and seize CODEC.

Execution:

Infiltrate base locate and secure CODEC. Demolish computers. EXFIL to RP Gulf.

Preparation:

Like the last mission, a couple of snipers with the infrared scopes are the way to go in this mission. No need for Satchels or anything, just load up on Medkits and extra clips.

**Strategy:**

This mission will be a cakewalk compared to the last one. You start off by heading northeast towards a small snow-vehicle camp. Just before the camp, you'll spot two enemy soldiers around the side of the mountain to the right and one hunkering down near the base of the hill that the vehicle is on. Take them out and continue down this path.

On this path you will see a red clothed civilian, he may even lead the way for a spell. The next hostile will be located beyond the ice bridges that the river carved. The next guy is a sniper who's on your side of the mountain path he'll be in the prone position and tough to spot. As soon as you hear gunfire, hit the dirt! If he can see you, you can see him.

Switch to infrared while in the prone position and scope him out. Take the shot!

Beyond the second ice bridge you will find a hostile around a sharp turn as you head southwest following the GPS's directions. As long as your buddy is kneeling and close by, your dual-tag-team method should render him inoperable.

Further up the path and across the frozen river is another snow-vehicle camp. As soon as you can see it with the naked eye, switch to your scope and pick off the guard standing near the edge of the cliff in front of the vehicle.

As the path turns in a southerly direction, a hostile toting a grenade launcher will spring into action as you turn around a





tight curve to the left. Take him out and pilfer the grenade launcher. Use the launcher on the fellow across the river and further up –to the southwest.

As for the amount of hostiles after the last one you just disintegrated, the only one to speak of is the one perched high in the southern mountaintops. Just before the research



base, look to the top of the mountains to the right and pick off the enemy standing guard there.



Run to the back of the research base to the ramp that leads to the second floor.

Enter the room at the top of the ramp to find and secure the CODEC. Mission complete.

MISSION E

STABO EXTRACTION

Retrieve and activate STABO system for EXFIL CODEC

Situation:

TF160 AC130 enroute for EXFIL.

Mission:

Retrieve and activate STABO system for EXFIL CODEC.

Execution:

Locate and secure STABO. Move to STABO EXFIL RP Chicago by GPS.

Preparation:

You are in control of four men in this mission. This is a timed mission and there isn't a whole lot of time for sniping every enemy, but snipers will help save lives. So, bring an Infantryman, 2 Snipers, and a Machine-gunner. As for the load; bring extra clips, grenades, and long-range, accurate, automatic weapons.



Strategy:

This is a timed mission. You only have six minutes to accomplish your objectives, so be quick about it. The STABO system is located to the south of your current position. Command all soldiers to kneel and to “Move Up.” Have everyone head south. Your first few hostiles will shortly appear in the lower level area ahead. Your Infantryman will run ahead and attack. Cover him. Make sure to take out the guy on the ledge to the left and the ones to follow the sound of gunfire from further south.

Once this area is clear, proceed further south to the next snowdrift. Prone everyone down to the ground, peer over the mound into the basin ahead.

You will see one civilian running around acting crazy... keep him alive! You will also see three enemy soldiers standing beside each other guarding the STABO. When the first shot is fired, the three will come running. Have your snipers take out the enemy snipers on the ridges to the south behind the STABO and to the west. Once all is cleared, have one man run to the STABO -that's somewhat buried in snow- in the

middle-back portion of this snowy basin.



When you see the text message indicating that you have secured the STABO, head back to your starting position to the north.

Walk up to the edge of the following north cliff/path and take out the enemies on the winding path below. To the west is where the down sloping

path begins. Follow this path around and up to the west, killing enemies as they get in your way.

There are a few hostiles here and there, but no surprises that you shouldn't expect by now.

Once you climb the path bending to the west you'll reach the RP location and the STABO will launch. Mission complete.



MISSION F

SUB EXFIL

RV with SSN Georgia at RP Delta for EXFIL

Situation:

SSN Georgia is at RP Delta.

Mission:

RV with SSN Georgia at RP Delta for EXFIL.

Execution:

Enemy forces in pursuit of remaining 2-man team. Fight through enemy ambushes to EXFIL RP.

Preparation:

You now command a team of two men –you and one other. The key to this mission is speed. This is a timed mission and you don't have very much of that. Choose a Grenadier equipped with a grenade launcher and an Infantryman with a high powered automatic machinegun.

**Strategy:**

You have four minutes to find the SSN Georgia. The key is to keep moving and try to take out only the enemies that stand before you and the sub, taking the shortest path possible. Have both soldiers kneel and run towards the northeast. Command the Grenadier to fire a couple of grenades at the first two hostiles beyond the rock-island separating the path ahead. This will save a lot of time from having to take careful aim and cover.

Around the next bend of the path, strafe sideways facing southeast and launch a grenade at the first two enemy soldiers that stand at attention waiting to ambush your team.

The next enemy is just beyond these two, hiding in a dip in the path in the prone position. A Sniper! Well, a grenade will do the same to him as it does to the others; mutilate him.

When you reach the forked area, choose the path to the right (south). Very often you may find a sniper on top of the left embankment down this path, but taking this path sure beats the resistance you will find trudging down the left path. See if you can get the sniper airborne with a grenade as we did in this picture!

Following this path you will notice a number of choice locations one could hide for an ambush, but it never happens.



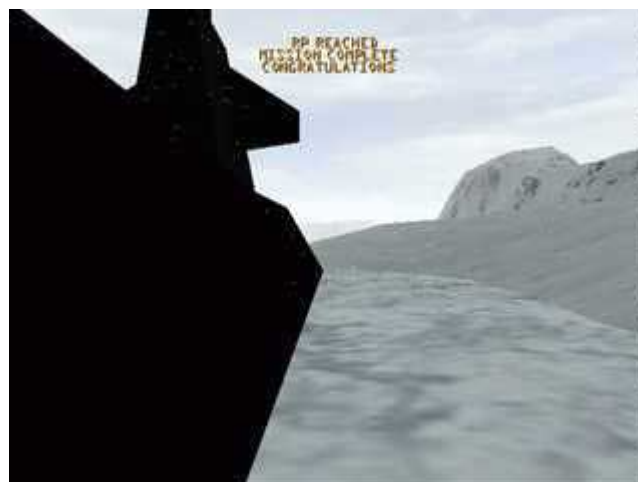


When you reach the river, be on the lookout for a couple of nearby enemies. Look over the embankment to find the sub in the distance.

Walk over the mound and head for the sub –forget the path. If you arch your path to the sub to lean heavily towards the right, you can avoid all conflict from here on out.



Walk around the ship until you trigger the mission completion text. This usually happens when you are near its midsection on the side closest to the beach.



KOREA

A North Korean defense minister attempts to defect with a SOCCOM A Team

MISSION A

DEFECTOR

INFIL beachhead. Locate and secure tunnel RP

Situation:

NKA Forces are patrolling the AO. The forest is mined.

Mission:

INFIL beachhead. Locate and secure tunnel RP.

Execution:

Avoid detection. INFIL forest, locate tunnel entrance.

Preparation:

You have the choice of two berets in this mission. You can choose to take a grenadier equipped with the grenade launcher and many extra clips to clear the jungle, or you can take snipers with infrared scopes to slip through the jungle and sharp-shoot anything that moves. However, if you take an Infantryman or Machine-gunner, they will have to have a sniper rifle or something like it for the infrared option. Without the infrared in this level, your goose will be cooked! The best rifle to bring is the L96A1 7.62mm Sniper Rifle. Because of the grouping of enemies and the way others quickly run to the noise, this weapons accuracy will save you vital time and ammo with each kill.

Strategy:



There are many ways to get through this jungle and to the tunnel on the opposite end. You are plagued by the darkness, and swarms of enemies are hiding in the rolling terrain in this level. The key is nightvision goggles, careful snipe-shooting, infrared scopes, and hitting the dirt when the littlest sound is heard.

You begin this mission on the beach looking north in the darkness of a rainy night. First, turn on the nightvision goggles and have both of your men kneel. Head north up the beach and just before the slope to the west, turn on the infrared scope and pick off the two enemy soldiers ahead. One hostile may come running from the road to the northwest, so be prepared.

Now where you go from here is totally up to you. You will meet resistance in every direction. I found it best to head up towards the houses to the southwest before I even hit the first road. There is an enemy on the edge of the

cliff near the house that can be taken out from a great distance before approaching the houses.

Note: If you try to take the beach stairs to the houses you will have to clear the landmines with a grenade and as you walk up the stairs, the aforementioned soldier will nail you as you climb the last level.

There are many winding roads in this level and each one is on a layer of land higher than the previous one. There are land obstacles that prevent you from just heading directly west to the tunnel at the opposite side of the map. To get around these barriers you can crawl through the many drainage pipes, but always be careful of this maneuver as there is usually a few enemies waiting on the other side waiting for someone like you to come slithering out!

If you clear the housing area and then head up the road facing the adjoining roads -to prevent ambushes then, you will be able to make it over all the land layer transitions rather quickly.

This road is a straight shot all the way up. This westerly uphill road will wind around to the top of the map and put the tunnel you are looking for to your immediate left -located midway across the map headed north again. Simply walk through and the mission ends.



Tip: You can usually expect one enemy in each of the houses.

Tip: As you approach each peak near a new road, prone and turn on the infrared to scope out new enemies.

Tip: Stick somewhat close to each other for support, but stay far enough away so that each beret has a different view on the rolling landscape. This way, enemies can be spotted before it's too late.

Tip: Try to avoid going through the drainage pipe directly in front of the RP Tunnel, unless someone has already cleared the other side. If your in this tunnel and you feel pretty confident that the four guards that you killed near the tunnel were all there was, and you try leaving, you'll be in for a big surprise.

Pow! Right in the back. Someone always shoots you from behind when exiting that pipe.

MISSION B

RAID COMPOUND

Infiltrate and raid compound. Locate and secure defector

Situation:

Compound is heavily defended by NKA forces.

Mission:

Infiltrate and raid compound. Locate and secure defector.

Execution:

Infiltrate from tunnel RP. Avoid enemy contact. NFIL compound. Locate and secure defector.

Preparation:

Take the same crew that worked for you in the last mission. The environment and enemies are very similar –its an extension of the last map.

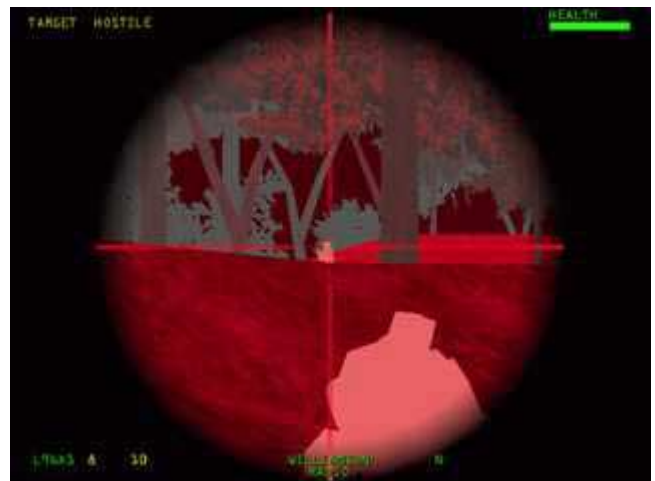
Strategy:

Stealth is the key in the first leg of the mission. If the first thing you do is exit the tunnel and fire on the first guy you see in the distant southwest, then you'll attract an enemy grenadier to the west, who will surly fry you both in an instant if not stopped. It's best to avoid this scenario all together.

Keep that guy in the southwest alive for now, while you follow the low ground between the mountainside and the first road in a southerly direction. Take it slow and in a crouched position. Be ready to shoot a few enemies on this low path. They like to hide on the mountainside in the sharp turn cutaways.

When ever you fire a shot, look up to the road and listen to see if you have attracted any curious hostiles. Remain in this gully, hanging as close to the mountainside as you can, trudging forward in a westerly direction, following the GPS as closely as possible without sacrificing your safety.

The general strategy is to run along this path and keep moving, only stopping to shoot the enemies in your path and on the road to your right. Occasionally looking behind you to see if anyone is gaining on you.



There is a point at which you do need to leave this path. And that is, at the point where the enemy has laid some landmines. You will see at the end of the path there is a few of greenish-white dots along the embankment (viewed if you are using your nightvision goggles -and I can't imagine you getting along without them). Even if you did get between the mines, there is no way you can continue on this path, it's too steep. This is where you need to jump onto the road to your right (the one you've been running beside the whole time.)



When you come to the same line of mines extending from the mountainside into the following road. Look at the GPS and find the direction that you need to head. Go northwest to the first building you come to. Now head west to the back of the long building. Turn right and enter the commons area.

Immediately command both soldiers to get into the prone position and start

scanning the area with infrared scopes to pick out any hostiles. There are quite a few of them to speak of. Look in the doorways, on the small bridge, patrolling the walkways, and be sure to look to see if someone has come up behind you. Use the GPS to pinpoint the building in the center and crawl around to the front door. When the coast is clear, run to the civilian just inside the door. But watch your back, it's a trap. Mission complete.



MISSION C

EXFILTRATE TO RP

Mission compromised. EXFIL to contingency RPs

Situation:

Compound was a trap. Mission compromised. NKA forces counter attacking.

Mission:

Mission compromised. EXFIL to contingency RPs.

Execution:

EXFIL Compound. Break contact with pursuing enemy. Move to contingency RP. Radio SOCCOM.

Preparation:

In this mission, unlike any other, it won't matter who or what you bring because you are just going to run. However, it wouldn't hurt if the buddy following you was a close combatant.

Strategy:

You begin this level in the same building that you entered at the end of the last mission. It was a trap, all right! The area outside of this bungalow is crawling with enemy soldiers. Believe it or not, all you have to do is run like crazy in this mission. Don't stop, and they won't get near you.

Here is how to begin. Make sure the area just outside the door is clear. There is an enemy soldier on the rooftop across the street and sometimes he fires on you when you run out and sometimes you're too quick. But, just to be safe, take him out from inside the room you start in. Set both berets to kneel and put on nightvision goggles. Command your buddy to "Follow Me," that way he will follow in your footsteps every step of the way.

Run out of the room and duck into the building to the southeast through the nearest door.

Follow the halls west—your heading toward the entrance you came through in the last mission.

Exit the last door in this building heading northeast, and whip around the corner to the left.

Take the immediate right on the outside of the complex and run alongside of the wall to your right heading north. From here you do nothing more than follow the GPS exactly.





As long as you stick to the low ground, ditches, ravines, and stay off the roads, you'll be just fine.

When you reach the area to the northeast near the road, you'll learn that the helicopter has been shot down.

Turn around and do the same as before; follow the GPS, keep the directions red. Pass the complex on the hill on your right. Now you will be heading through the woods in a south/southeast direction. Again, stick to the low ground and keep the GPS in the red.



When you see a road ahead that intersects your path, get on it and turn right. Get on the main road that you followed closely in the last level, still keeping the GPS red.

Soon you will reach the point where the Alternative EP will be reached. Good job, mission over.

MISSION D

EE TO THE BEACH

Escape and Evade pursuing enemy. EXFIL to Zodiac boat

Situation:

EXFIL Helo shot down. SOCOM orders team to Zodiac boat to EXFIL.

Mission:

Escape and Evade pursuing enemy. EXFIL to Zodiac boat.

Execution:

Escape and Evade pursuing enemy forces. Locate Zodiac boat and EXFIL by sea.

Preparation:

Infantry grenadier, Sniper with the good sniper rifle.

Strategy:

This is one of the hardest levels in the game. The mission is rough! The enemies are very hard to see as they are well camouflaged in this thick, rolling, heavily vegetated, hostile jungle. For this reason is why I suggest bringing the grenade launcher. This will clear the whole jungle area in the beginning if needed. If you only pack a Medkit and the weapon, you will be able to fit enough extra clips to give you around 20 grenade rounds, which is plenty.



Heading south, stick to the right canyon wall for the most part, using the grenadier to clear trees and the sniper to take out the exposed enemies. There are many rolling hills and sneaky enemies in this forest before the villas. Be very cautious.



As you approach the first set of villas know that the enemies on second floors and rooftops can shoot you while you are still in the forest. Snipe shoot them before they snipe shoot you.

Work your way around

the following villa along the left canyon wall heading east and then southeast as the canyon wall bends to the left. There are a couple of hostiles in the gully as you approach the villa, so prepare for a gunfight.

The second villa is crawling with enemies, enemies on balconies and enemies all around the property. If your grenadier runs out of ammo, have him pick up a weapon from a sniper-victim.



Try to keep the canyon to your back as you strafe around, keeping the villa in view to the south, southwest. Take everyone out in this area. You made it this far and you don't want to risk running to the beach and getting shot in the back.

Working your way towards the boat you will find enemies all along the cost line, so there is no one way to go that is enemy-free. Stay low and creep up on these beachcombers and give them their comeuppance.

When all is clear, run to the boat to finish the mission.

PAKISTAN

Pakistan is like a Snipers vision of heaven, if that's possible. If you are a close combat personality, you'll get your share of fun from Pakistan as well. The desert dunes of Pakistan make it easy to take cover behind, but this is a two way street. The enemy will be pulling the same tricks.

MISSION A:

INFIL BASE

Situation:

Pakistani forces are assembling nuclear capable missions.

Execution:

Locate base. Locate entrance to underground facilities.

Preparation:

It's you and three other buddies against an army of Pakistani soldiers. The first operation is set in the wide-open desert full of trap mines. For this reason, you should opt for Snipers equipped with frag grenades.



Strategy:

At the end of the road to the north is the enemy base and the most challenging part of this mission is getting your troop to that gated stronghold. You will come across plenty of hostiles flanking the road.

First thing first, have your entire company kneel and follow you to the right side of the road and then hold your position as you see the first enemy in the distance. Scope him and shoot this hostile, then command everyone to get on their bellies. The first shot will draw other enemies from the right and left sides of the road. Command your company to "Defend" the area facing the road. The hostiles will approach from

that direction.

Being in the recesses of the ditch while lying down will make it very tricky for the enemy to spot you. Take out the hostiles one at a time as they enter your view.

Stand everyone up into a kneeling position and continue to the north toward the entrance of the base while remaining off road. Staying off the road makes you an easy target, but be watchful of landmines along this trench closer to the base.





There are two ways to enter the base, through the front gate or around back where you will find a small whole in the lower fence area. In both cases, the guards in the towers should be dealt with before entering the base. And entering the front gate requires much more mass fighting, but it's a closer entry point to your destination -the bunker inside to the left. Entering through the whole in the fence first requires clearing of the land mines. Use a frag grenade and then crawl under. There are also landmines further down this fenced pathway so be careful.



Make sure everyone remains in the prone position just outside of the gate. Look all around inside the base through the fence to make sure every enemy is down before advancing to the inside of the base.

Head south through the gate and stick close to the perimeter near the fence. When you approach the correct bunker, toss a grenade inside to terminate the enemy inside. When all is quiet, enter the bunker, walk down the slope into the underground passage. Be careful as you pass the rooms to the left and right, there are enemy soldiers in there sometimes -another well placed frag grenade will fix them. As you approach the door in the rear of the passageway the mission will end successfully.

When all is clear enter the base and head left (south) along the fencing. Hold your position outside of the bunker. Toss a grenade or two into the bunker to clear out the enemies. Enter the bunker and follow the passage that leads underground. As you approach the closed door at the end of the tunnel, your objective will be met.

MISSION B:

RECON

Situation:

Pakistani scientists are assembling warheads and preparing missiles for launch.

Execution:

Locate warhead assembly room. Determine if nuclear and launch ready.

Preparation:

Now that you have breached the enemy defenses and made it to the underground passage, the remaining objective is left to you and one other beret. You must find the warhead through these underground passages. This will mean that close quarter combat will be expected. Have these Close-Quarter combatants bring heavy assault rifles, extra clips, and as many grenades as they can hold.

Strategy:

Enemy guards occupy the first underground intersection that you approach. Creep up to the intersection so that you can just see the boots or legs of enemies around the corner in the next hallways. Through grenades into these

areas and wait for the excitement to die down incase any close by hostiles overheard the commotion. Set your partner to defend this area while you head west clearing the tunnel in a similar fashion.

At the end of the west passage there is a double-leveled room to the left that has a hostile on each level. Inch around the corner and use the grenades or quick shooting to take out theses two. Enter the door and the hallway beyond it that leads north.



The following area opens to a room with a civilian scientist and a few baddies. Spare the civilian and knock off the hostiles. There are a couple ways out of this room, but we are going to head through the hallway to the north. Proceed through the twisting hallway until you get to a sizeable room with hefty reactors within. Continue up the incline and through the East corridor. Occasionally, confrontation in this reactor room from the opposite upper walkway is likely, but this threat is easily subdued. This hostile rarely sees you coming from this direction.

Continue east into a circular intersection. The left door that leads to a room with a good visual of the sought after warhead. That is not necessary now, head east across the circular intersection and into the following passageway.

In the generator area, exterminate the lookout and continue downward and to the north. The warhead is in a room with a guard on the upper tier at the end of the rounded hallway. Dispatch the guard while prone, by rolling and getting him into view then shooting when quickly targeting the subject.

Hike up the stairs and examine the warhead, "Armed Check Launch Status," will be displayed on screen. Go back the way you came through the generator area and back into the round intersection. In the intersection, go south up corridor to the left and enter the east door. Walk around to the scud missile launcher near the back of the truck and you'll discover that the Scuds are "launch capable." Mission successful.



MISSION C:

DOWNLOAD SCUD DATA

Situation:

SOCOM orders A Team to determine missile targets.

Execution:

Locate and download SCUD telemetry instructions. Test launch terminal computer. Download target data from each computer.

Preparation:

In this mission you command four men. The region you will be set in is a desert canyon set and sniper weapons and having one for the ride is not a bad idea. Pack medkits and grenades in the sack as

Strategy:

In the beginning of this level, it is best to stay close to the canyon walls to keep from being in the wide open where you can be spotted. Check the overhead map to find the scud-camp. Before you find you'll encounter many enemies on the paths on foot. Use the prone positions and sniper scopes to take out the distant enemies before they have a chance to see you. Also, look behind yourself often to see if someone is following your footprints.



men. The region you are using. Use Snipers infantryman along extra clips and have well.

to stay close to the canyon walls to keep from being in the wide open where you can be spotted. Check the overhead map to find the scud-camp. Before you find you'll encounter many enemies on the paths on foot.



Head west from the starting position and stay close to the right canyon wall until you reach the last, left, south route that dumps you in the southwest section of the map. This is where you will find the computers. At the enemy camp there are a few hostiles that come into vision simultaneously. Stay close to the walls of the canyon and inch forward on your belly until you can get a clear shot at one of these two men with your sniper rifle. Then move to a position where the second hostile is in a vulnerable position. Take him out! Be careful, there are civilians in the area. Make sure it is a hostile before you shoot.

You will find three scud missiles in this small valley. Walk up the side of the missile-toting vehicle and find the side with the computer. Walk up to the computer to begin the downloading process. Once all three computers have been hacked, the mission ends successfully.

MISSION D:

NEUTRALIZE AIR DEFENSES

Situation:

USAF F117s enroute.

Execution:

Locate and raid air defense missile systems. Demolish by satchel charge.

Preparation:

You are given a team of four men to work with in this mission. Equip each man with a Satchel Charge. There are extra Satchels available in the level, but you don't want to risk not having enough once you make it that far. Select an equal group of long and short-range combatants.



Strategy:

The terrain in this mission is so similar to the last that after beating the previous mission this one will be a cakewalk. You got your training for this mission from the last mission! The enemies are likely to be in the distance and then run towards you through the dunes and then be up close before you can get a shot at them. This is kind of an extended portion of the last mission. Use the same tactics as before.

Follow the left canyon wall all the way around, taking out the hostiles and destroying the defense missile systems as you come to them.



The major difference in this level and the last is that there are mines strategically placed where you are likely to trudge through. So be careful when entering new areas through narrow routes, this is where the enemy is likely to place mines. This defensive ploy is an early indicator that you're nearing an enemy missile site. Toss a frag grenade into the minefield and *do not* pass through the area until you see the mines actually explode! This explosion will look larger than a normal frag grenade detonating.

When you've located a missile system, send your buddy who is equipped with a Satchel Charge to "DEM" the missiles. Be aware that there are civilians near when this bombing begins. Continue following the left Canyon wall around until you come across two more similar missile systems. Once all three systems are down your mission is complete.

MISSION E:

DEMOLISH SCUD

Situation:

USAF bombing mission aborted. SOCOM has ordered A team to demolish SCUDs.

Execution:

Locate and demolish SCUD missile launchers. Move to EXFIL RP. Secure LZ for helo extraction.

Preparation:

Your choice of men should be similar to that of the last mission. The terrain remains the same and the objective is similar. You need to set off five Satchel charges, but when packing, be aware that there are three Satchels in a tent located at the northwest enemy camp.



SCUD missile.

The easiest way to find all of the SCUD targets is to follow the canyon wall around the entire boundary. Keep a good distance from ground zero of the set Satchel charges placed on the SCUDs. After you have completed that objective, find the helicopter on the south crest to escape. Once you approach the helicopter the mission will end.

Strategy:

In this mission, you will have to demolish five SCUD missile launchers with the Satchel Charges that you've packed. This is a nightvision level and a sniper rifle with the infrared scope is essential. From the beginning, sharp shoot the first guy you see. This will signal three more enemies that come running to investigate the source of the gunshot. Prone and don't get up until these nosey hostiles have been eliminated. The entire level is played out like this first encounter. Shoot then wait for investigating enemies, clear these hostiles off the map, and then destroy the



MISSION F:

AMBUSH VEHICLES

Situation:

Undetected SCUD launcher and command vehicle moving into launch position.

Execution:

Ambush armored vehicle. Locate and demolish SCUD.

Preparation:

Make sure to pack the essentials for this mission; you will need Claymores and Satchel charges. Give everyone has at least one of each. Bring along one Sniper and a mix of various other berets.

**Strategy:**

This is a nightvision level and there is a bit of a timing element to this level, but no countdown clock. If you don't get to the truck moving down the road in time, the mission will end unsuccessfully.

Head south until you come across an enemy crawling around on his belly around the first bend in the canyon. Carefully aim with the sniper scope and waste him. Beyond the bend you will have to shoot another guy who's crouching in waiting. Command your partners to Hold Up before they walk into landmines at the tunnel opening. You will see some hostiles

above the tunnel as well as landmines below.

Take out the enemy above and then use frag grenades on the minefield at the tunnel entrance. Look back on top of the overpass as you exit the other side because the enemy will have repositioned some backup. Inch backwards out of the tunnel and take the shot before they see you.

Head west to the road and tunnels further up to the left. This is where the truck drives along this portion of road and this is where you place the Claymore. If you miss the truck here you can pretty much hang it up! If you can get to this point before the vehicle drives through, set a Claymore mine on the road and then retreat to a safe distance and activate the Claymore Clacker as the vehicle drives over the trap.

The vehicle demolishing was the first objective and that is the part of the mission that had to be done quickly. Now you can settle down and take it at a safer pace. Enter the tunnel to the south, make sure your back up is right there with you and take out the many enemies in the tunnel and just beyond. Take the dropped machineguns; they will work marvelously when used in a sweeping firing motion on groups of enemies. When hit by one round it delays their firing time.

Go through the tunnels and eventually you will arrive at the enemy outpost. This is where you'll find the SCUD missile-launching vehicle. Use the Satchel you've been saving all this time and set the charge.



THAILAND

SOCCOM A Team is assigned to Thai border patrol ops on the Malaysian border.

MISSION A:

PATROL

Situation:

Malaysian Guerrillas are conducting border raids.

Execution:

Patrol border villages. Locate and secure villages by GPS.

Preparation:

On the PC version of the game, you will be commanding a team of four men. Thailand is a very cool level. All the trees and shrubs can be shot, burned, blown up, just cleared away if you want it to be. So, bring plenty of HE grenades to shred the shrubbery. Take a mix of berets; Grenadiers and Snipers would be my first pick.



Strategy:

A couple of things to keep in mind before you start: the infrared scope on the sniper rifle helps visually, cut through, the Jungle's vegetation and allows you to see the heat generated by the Guerrillas, virtually voiding their camouflage. Spread your team out when tackling the jungle to get a line of sight on the enemy you otherwise could not if you kept in close company.

In this mission you will find three villages that need to be secured. Exit the beach to the NW to encounter your first gun battle. Three Guerrillas will attack as soon as the first shot is fired, unless you have silenced it. But it's easier to take them out here than when they are in hiding. Use the

palm trees as cover and spread out around the beach encircling the enemy on your bellies. When everyone has a clear shot and is set to defend, fire away!

After clearing the area of all hostiles, enter the first small village off of the beach to receive the "Village Cleared" signal. Now and then you will come across a Guerrilla near the pond. Toss a grenade down the hill to take care this threat.

Move slowly through the small pond. Sometime one or two enemies are just up the road to the W of the pond. Take a



beret down this W road to the left and eliminate these two hostiles before they make your company. Throw a few grenades in their direction if you can't get a clear shot.

As you approach the next village you will sometimes see a hostile on the mountain peak behind the village, and very often, many Guerrillas under the raised huts. It's a good idea to snipe shoot the guy on the mountain peak before he warns the others of your presence. Attack the hostiles in this village starting from the N side clearing the way back towards the river.



Once this Village is cleared your next stop will be the river to the S. There's a Guerrilla on the dock across the river, and another just above him on hill towards the W. There are three in the water; two are to the SW and one to the SE.

Sharp shoot all of these hostiles before attempting to cross the water. Another option would be to try sending one Beret to the other clearing to the SE down the river. This would allow you to get behind a few of these Guerrillas without them spotting you. Switch back to your man at the SW beach to take out the rest of the hostiles the previous beret could not get.

Before you cross the river it is imperative that you eliminate the mines under the water on your side of the beach. One step into the water is all it takes to send you home in a body bag! Toss a grenade in the water near your shore and when you hear a larger explosion than usual from a frag, you'll know that you detonated the mines. The water tunnel to the SW also has landmines a few yards in. But this is just an indicator that you don't need to go down there. The map runs out there.

At the end of the long road on the other side of the river, you will find the last village to be secured. Split your men up to sweep through the jungle as you head that way. There are three hostiles in the village.

Use your infrared scope on the sniper rifle to pick them out of the cover of the jungle.

If the mission has not been completed after clearing this third village, return to the others and hang out in the huts for a while to see if one of the objectives were not met because you left too soon.



MISSION B:

CAMP RAID

Situation:

Guerrillas are operating from a base camp 10 kilometers inside Malaysia.

Execution:

Raid and secure enemy guerrilla camp. Demolish enemy vehicles. Look for evidence of drug lab.

Preparation:

The mission is set in a dark jungle, so bring a sniper with sniper rifles that have infrared vision. Bringing all snipers will work, but one Demolition beret would be good for the vehicles that need to be destroyed. It is not necessary to pack Satchels for this mission but they do make the task of destroying the jeeps easier than using grenades.



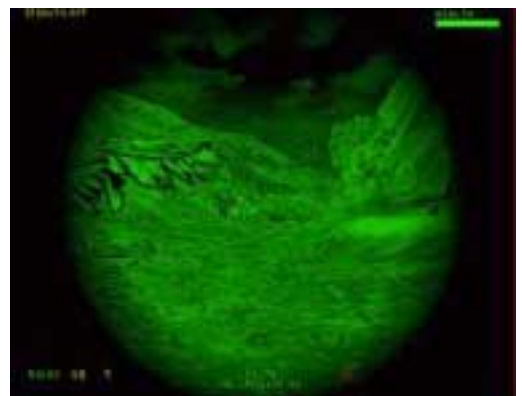
Strategy:

Leave your area and enter the river while kneeling down. Go W and use infrared scopes whenever you stop to pick out the glowing enemy out of the jungle brush. You will see a few Guerrillas down on the banks of the river, but if you get on your belly when you hear them, you'll stand a greater chance of surprising them. When on your belly in the water, you are practically invisible to the enemy and almost completely under water.

Further W down the waterway a sloped bank to the left will allow you

to access land once more (A "Y" shaped tree up on the shore marks this area).

Get up on shore and proceed W to enter a small valley, which, when followed, puts you back near the river. Once through and on the riverbank again, head S and then cut back SE into yet another valley. In this valley you'll find that landmines have been set. Throw frag grenades into this minefield until you hear the landmines detonate.



To the left, beyond this valley, is the enemy base camp. Surround the site and sharp shoot the guerrillas out of the guard towers. Don't let the shadow of the civilian on the



canyon walls scare you. It's only a villager.

There aren't a lot of hostiles in the camp, so go ahead and secure the area and then demolish the two vehicles with grenades or Satchel charges and then enter the large hut to secure the base, ending the mission.



MISSION C:

C130 RESCUE

Situation:

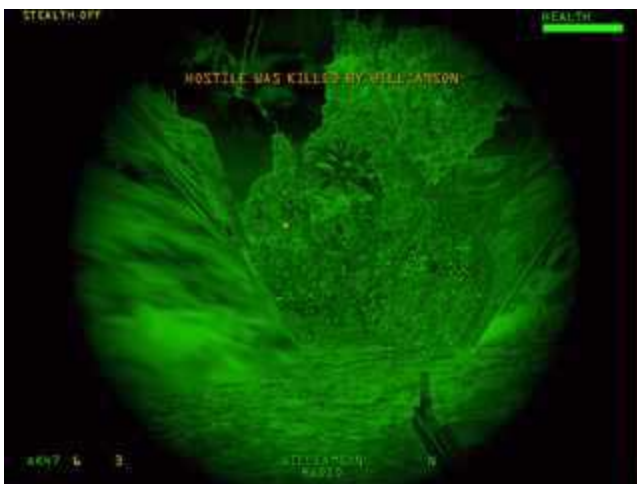
Guerrilla forces have shot down TF160 C130 aircraft in retaliation for camp raid.

Execution:

Locate and secure C130 crash site. Find and rescue pilot. EXFIL pilot to Helo LZ for extraction.

Preparation:

Bring plenty of HE Grenades and extra clips. Assign three Snipers or two Snipers and a Grenade Launcher to the mission. Sniper rifles with infrared scopes are a must.



Strategy:

This area is nothing more than a narrow canyon full of jungle undergrowth and Guerrillas from here to the crash site. From the start, kneel down and peek at the your compass. Head N. Use the HE grenades to cut through the bush and uncover any hiding baddies but, be careful, there are Guerrillas with grenade launchers out there doing the same! When you bring down one of those bad boys, grab that HK69A1 grenade launcher and use it to save your own grenades for a spell.

You'll reach the tail of the

downed aircraft first. Also, you'll sometimes find hostiles inside the fuselage, and most of the time, a few guards standing near the debris of the plane. Kill them all! Rock'n'!

Go to the top of the plane wing and peer S into the jungle and sharp shoot the Guerrilla in hiding there. Stay still. A hostile will come running to his aid from deeper in the Jungle. Follow the GPS compass to the area of the wreckage that it





indicates. You will learn that the Pilot was moved to the ruins once you reach this area.

If you cleared the jungle of those Guerrillas just mentioned then it is safe to approach the first ruin through the jungle S of the plane crash. There are about five men around the first ruin area and a couple guerrillas beyond. Place one man on the cliffs to the NE and pilot him near the stone temples above the first ruin (get it? Stone Temple Pilots.. ah... yea...). From here, you can see anything living in the area using the infrared scope. If there are jungle bushes blocking your view, burn them with the HE Grenades.

Have the beret on the cliff move back towards the SE to the end of the jungle and the RP will be found. Have your other beret move to the temple on the right side of the map to retrieve the pilot from the large stone temple (woops, did it again).

MISSION D:

AMBUSH

Situation:

Enemy guerrillas are conducting reprisal attacks.

Execution:

Ambush guerrilla patrols in river basin. Clear the area of all enemy forces. Attack and seize village at the end of the river basin.

Preparation:

Its nighttime, the jungle is thick with vegetation, and it's raining, so bring your galoshes, some HE Grenades and a Stone Temple Pilot cd (ok that's enough!).

Strategy:

This mission is easy and it's hard to get lost. The layout; your in a basin that runs in one lengthy zigzag line. There are cliffs on either side that have little paths that branch out here and there but they lead to nowhere, really. Most of the Guerrillas will be waiting for you on the cliffs where your infrared scope can spot them.

The trick to this level is to hurry up with commanding everyone to kneel and follow, and then rushing everyone to the basin to catch the first three marching guerrillas in the basin off guard.



You'll find a small village at the end of the waterway that must be secured. But its no biggie, the enemy is in very

small numbers there. Be sure to kill the Guerrillas that are on the opposite side of the basin from the village, they could really mess up your day.



To be cautious, split up your team and have berets in the basin and some flanking them on the cliffs. Move them to the village with one big clean sweep, switching back and forth between berets to kill enemies manually, and move them up a few yards at a time. Clear all enemy forces in your path. There isn't all that many. But watch out! Don't kill the civilians.

If you hear the enemy yell, get on your belly, switch to infrared, search, aim, and shoot. Once you have secured everywhere all the way down to the village, look at the GPS compass and follow the patrolling coordinates that are displayed. The mission will end when you've reached the last area displayed.



GERMANY

SOCCOM and GSG9 form a Cooperational Detachment Alpha Team to stop terrorists from stealing an Advanced Stinger missile shipment.

MISSION A

SHIP CRANE

Situation:

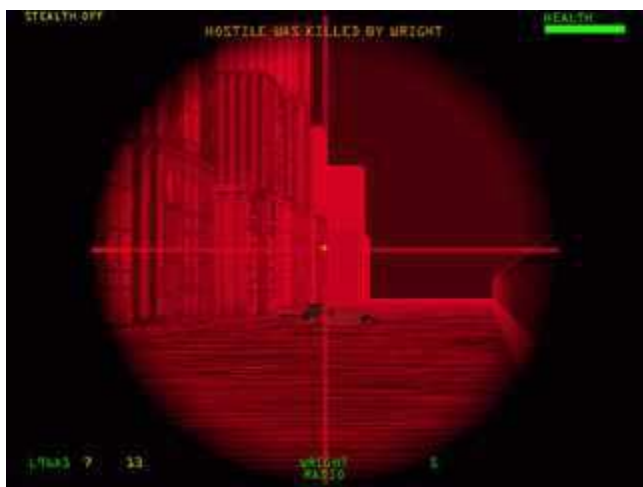
Terrorist snipers occupy several overwatch positions in the shipyard

Execution:

Clear terrorist snipers from the shipyard overwatch positions. Secure the crane.

Preparation:

Silence is the key. You are given two men to work with (you and another guy). This is a night mission so choose a sniper rifle with an infrared scope, such as the L96A1. Another approach would be totally stealth and use the silenced MP5. Bring plenty of extra clips and a Medpack.



Strategy:

Tip: Use *nightvision* and an *infrared scoped rifle* to help your performance in the dark.

Head south along the dock and assume that there is an enemy around each corner you pass. The Prone position may not always save your skin. The ground here is very flat making it hard to stay out of site in the prone position.

Make sure that you have secured all the alcoves to the left and as you approach the front of the ship to your right, stand up so that you

are looking over the bulkhead and take out a few guards further down to the west. If you move forward while in the kneeling position and then switch to the laying position anytime you approach a new open area, the dock will be a cakewalk for you.

Note: Be on the lookout for enemies in the prone position, there are a few in this mission. Don't assume that everything lying down is dead!



Once the dock has been secured you can carefully climb up the crane. You'll encounter a few hostiles patrolling the catwalks unless you were smart and took them out from a distance while still below on the dock.

Watch for snipers on the top deck of the ship! Hostiles randomly patrol the deck of this liner. You can find a Medpack and a few other items lying around below the crane that may be helpful to you.

When the area is secured, climb to the top of the stairs to the gantry house and enter the control room. You have secured the crane, completing the mission.

MISSION B:

SHIPYARD

Situation:

Terrorists have seized hostages and the port facility.

Execution:

Defend entrance to port facility. Locate and secure hostages.

Preparation:

A sniper with an infrared scoped weapon and a Machine Gunner is the best choice for this mission. Do not use a Grenadier or and explosives in this mission. There are too many hostages' lives at stake.

Strategy:

With nightvision activated, head northwest to the corner of the loading dock and the fence. Listening to your Radio, you learn that this mission involves a hostage situation. Between the corner of the loading dock and containers, you can get a clear shot of the terrorist kneeling in the next area, through the fence. If you don't get him now, he'll be sure to get you when you enter his field of vision. Make sure that both you and your partner are in the prone position and he is commanded to defend. When the shooting begins, other enemy units will be aware of your presence. Roll to the west beside the fence and take out the next rebel that appears in this same general area behind the fence.



There is a small fence between the buildings behind you where enemies hangout. So, make sure to check that out before cruising past this area. While heading west, make sure to glance to the top of crates behind the fence for sneaky hostiles. Use the infrared scope on the sniper rifle to light them up like Christmas bulbs.

Behind the fence further west is a civilian and in the corner on your side of the fence behind a docking ramp is another terrorist (random). Take him out before he sees you while still



in the prone position. When you near the end of fence you'll spot three terrorists through the fence. Two of them are near the distant building watching over a civilian, the third is behind the last container near the fence by the west wall. While still prone, snipe shoot the two distant hostiles and then move to take out the enemy behind the container.



Climb up a loading ramp and enter the area beyond the fence through the opening between the fence post and the west building. Make sure to call your buddy over, or take control of him and take him to you. To free the hostage simply walk up to him.



Splitting up at this point is a good idea. Keep one guy prone and defending while the other clears enemies to the north that you may not have killed from behind the fence working your way back towards the east. Sometimes you will see a couple hostages around the large hangar, or running inside the hangar.

Alternating control between your soldiers, work your way north from opposite ends of the compound. In the northern area you will see three terrorists lined up near a warehouse. Stay behind a container and inch out so that you have only one enemy in your vision at a time. This will keep you from having the other two soldiers shooting at you while you are eliminating their comrade.

In the north section of the compound you will find many small storage rooms, this is where the hostages are found. Search each one of them until you have found them all. Then, mission over.



MISSION C:

RAIL YARD

Situation:

Terrorists are transferring missiles from rail cars into trucks.

Execution:

Secure Stinger Missiles. Locate and eliminate terrorists by eliminating enemy patrols. Move into ambush positions and attack enemy forces.

Preparation:

This mission takes place in a rail yard at night and you are given four men to command. You should choose at least two snipers equipped with infrared scopes on their weapon. Infantry and Machine Gunners would be the next best bet. Load up on extra clips and Medpacks.



Strategy:

The rail yard consists of a large open area in the middle of an enclosed train station. There are a number of places the enemy could be hiding in the center area of the yard. Eliminate all hostiles you can see and be sure to check to see if there are any enemies in the watchtowers or rooftops. There are 4 Stinger Missile crates strewn throughout the rail yard, all of which can be detected using the GPS compass. The most likely places are; in-between the water towers, inside the train cars, or in the stations.

Split up your group and have one man cover each outer side of the square yard looking in towards the middle. Have each man scan his area and all the places they can see from their location. Shoot all the enemies you can see from each buddy's location. Be careful not to take out your own men in this process. If there are, take these men out first. They will be the first to spot you.

When the area is secured, move in for the Missile search. If you have trouble finding them, just glance at the GPS, it will light up red in the direction that one the missiles are located in.



MISSION D:

DOCK

Situation:

Terrorist forces have been alerted and are attempting to escape with missiles.

Execution:

Ambush terrorists. Prevent trucks from escaping shipyard by destroying them.

Preparation:

Selection for this mission is a mixture of all the elements. You should bring a Grenadier, Snipers, and a Close-Quarters combatant. You will be faced with demolition, close combat, and long range shooting. Equip each of these men with a Satchel just in case you lose a few. But you don't want that to happen, do you?



Strategy:

There are a couple of transport trucks that leave the docks at the same time each time that you attempt this mission. This sounds like you'll have to play it more than once to beat it... ah... yea, probably. Memorize where the terrorists are located, they'll be there every time you play, with the exception of one or two random fellows. Use the Grenadier to take out enemies instead of spending time lining up the perfect shot with a Sniper. Once you know where the enemy is located, you can find ways of shooting grenades over walls and containers to take out the hiding terrorists.

Now the Sniper enters the game. Use the sharp shooting skills of the Sniper to plug the terrorist on the deck of the

ocean liner to your right. It's usually one in the middle section area and one further away in the crow's nest. Lie down on the ground and ease your way towards the fence on the left just beyond the last of the containers alongside of the ship. With the infrared scope you can see a terrorist behind the fence and next to a loading dock ramp. Take him out!

Look around the following cargo trailers as you pass the bow of the ship. Here you will find terrorists in the expected hiding places. Stay to the side of the ship and continue forward until you see the trucks parked underneath the large crane structure.



You must be careful of the terrorists on the crane scaffolding. Command some men to defend the area while you ask one to set a Satchel Charge on one truck while you do the same to the second truck.

If you just can't seem to make it to the one truck before it gets away, place a Claymore somewhere on the path that it takes near the loading dock's open gates. Then, wait for the truck to pass over the trap and let 'em have it! Once both trucks are demolished your mission will end in success.



MISSION E:

SHIP DECK

Situation:

Second terrorist team alerted and holding container ship.

Execution:

Attack and secure the ship deck and bridge. Rescue hostage.

Preparation:

You only have six minutes to complete this mission, so there isn't a lot of time for accurate sniper shooting, yet you'll need one in the second half of the mission. As you learned in the last mission, grenades are for people with bad aim or are just in a hurry. Well, you're in a hurry on this one.

In this mission you command a two-man team. You will be faced with many "around-the-corner-baddies" and just as many distant targets. For this, long and short range, targeting mission you should choose a Grenadier and a Sniper -gotta love that Sniper! The Grenadier will have his choice of weapons, once you drop a few terrorists. This will make your Grenadier more versatile, having the ability to use him for both long and short range attacks. If you strip the Grenadier's backpack down to nothing he will be able to fit a ton of extra clips (grenades in his case) in there so go over-board on the clips -no pun intended.

Strategy:

There is only 6 minutes allowed to rescue the captain of the ship, who is located on the other end in the bridge. You, however, begin on the opposite end of the container ship. Right from the start, command the Sniper to "Hold Up,"



while you switch to nightvision goggles and have the both of you crouch down a bit. There are a variety of ways to get the stairs that lead down to the cargo area of the ship, but the best way I found was to enter the area to the north between containers. Shoot a grenade into the area beyond to take out the two soldiers who are waiting there for ya.'

Scoot around these stacked crates and lob another grenade at the dude who sometimes appears before the stairs. If the terrorist is not there yet he'll be just ahead around the containers. So a spent grenade there will suffice as well.



Now, around the section just before the stairs and back towards the south is a guy who's hiding. He's the one that would of got you had you come the other direction. Now set your Grenadier in this area facing the stairs that lead down. Switch to the Sniper body and lead him to the Grenadier (not the sea fish with the large head and a long, narrow tail! Man, I hate it when geeks try to be funny!)

Have the Sniper peer over the stair rail -this *is* safe. When the two men below see you, they will be inclined to climb the stairs to investigate. This is when your Grenadier, who's set to defend, will bomb them at the stairs as they surface.

Then, use the Sniper's infrared scope to kill the terrorist on deck below near the center cargo hold to the north. Retake

control of the Grenadier and lead him down the stairs, only stopping to pick up dropped weaponry, and continue north alongside of the west rail.

Stop just before the second cargo hold (the big hole in the middle of the ship) and shoot a grenade between the containers that open to this hold. There are a couple of terrorists around this corner that this bombing should of taken care of. Further up is the Grenadiers last target. Once more, blast the terrorist around the next stack of crates. Now its Sniper-Time!

Take control of your Sniper and lead him past the Grenadier and around the wall at the rear of the second cargo hold. Turn east and get on your belly. Look up on the scaffold to your left (northwest). There is a terrorist kneeling on the first tier of the wooden scaffold. Get a headshot and then crawl under the scaffold facing the last cargo hold and the bridge of the ship.

From this vantage point you can snipe shoot the remaining terrorists on the ship. Using the infrared scope, start picking off the enemy starting with the roof of the ship's command



bridge. Look down a couple levels and take out a couple terrorists through the glass windows, but be careful not to target the captain.

While you are plugging away at these guys, a couple hostiles will try to sneak up on you from the direction of the bridge and approaching you from the stack of crates ahead of you to your right. If that happens either try nailing them on their journey, or turn the scope off and plug away at them as they come around the corner in front of you. They will have a hard time spotting you in the dark in and while in the prone position.



Before you get up, crawl to the cargo hold railing and see if there is a guy on top of some crates below (random). He'll shoot you just as soon as you stand up if he is there, so kill or be killed.

Make sure that you looked on the outer sides of the bridge before proceeding there. There usually are a couple terrorists kneeling on either side that can easily be sniped.

When the area is secured, run around to the back of the bridge and take the stairs up to the control room to rescue the hostage. Be careful entering the bridge, there may be a baddie in there that you missed.

MISSION F:

SHIP HOLD

Situation:

Terrorists have placed 5 explosive charges in the hull of the container ship.

Execution:

Locate and disarm explosive charges before they detonate. Eliminate all terrorists.

Preparation:

Similar to the previous mission, this mission is timed and you have six minutes to get through it. Again, select a Grenadier with as many clips as he can hold and a Medpack incase he gets to close to one of his own assaults. To back up the Grenadier, select the Infantryman or the Close_Quarters combatant armed with a machinegun. The Vektor is a nice selection. The combat you will face in this mission will be at close range and a lot of it is around corners.

Strategy:

You are given 6 minutes to defuse 5 Explosive Charges. This is not a lot of time; this is where the Grenadier will help the most. His weapon will save you from taking time to line up the perfect shot.

Right from the get-go, equip the nightvision goggles and command your machinegun-toting buddy to “Hit the Deck,” and to “Hold It,” while facing the clearing through the stacked crates to the southwest.

While he is covering that direction, you should head northeast and shoot a grenade around the first corner. You should have 2 downed enemies here before proceeding further (this is random, but 9 out of 10 times, they are there).

Proceed west around the containers and lie on your belly and creep up around the crates to face the opening to the north-west. From here you will see one man up on the first tier of some scaffolding and one man coming from around from the back of the ship. Shoot a grenade to both of these guys and then proceed to the direction that the guy on the floor came from.



Around the scaffolding and between the wall of the ship and the stacked crates you need to hold up. Shoot a grenade towards the back of the ship. There are two terrorists guarding the first Explosive Charge. Grenade both of them from around the security of this corner container. You need only to lob a grenade at the back of the ship near where they stand guard. This, amazingly, does not sink the ship nor detonate the Explosive Charge.

To defuse the bomb, simply walk up to the explosive and it will disarm automatically -you are magic! Now, head back to your partner. On your way back to him, you may here a gunfight. He is holding down his position and he

may require help -hurry.

Just south around the containers where your partner is located you'll find the second bomb. On your way you'll most likely encounter a couple terrorists, unless they all ready died by the hands of your partner. Near the next bomb, you will meet up with a couple guards -again. Peek around the corner and find a position where you can see the wall behind them but not the guards themselves. Lob a grenade back there then defuse the bomb.



Your next bomb-disarming project lies just beyond this second bomb location behind a support beam on the same side of the ship. Shoot a grenade so that its trajectory path arches up and over this support beam. Doing this, will take out the enemy who lies in waiting there for you. Approach the bomb and defuse it.



Around the next wall of containers to the south and through the opening to the west is a kneeling terrorist. He is hiding behind some crates, so you'll have to prone and roll into his view to shoot him-tossing a grenade here may be dangerous for you. Continue to the south around a few more container walls and expect hostiles around every corner.



The next bomb is located near the west wall of the ship and south around the container walls further down, demolish the terrorists guarding this bomb and disarm the gadget.

The last bomb is found in the southeast corner and behind a support beam. By now, most of the hostiles should be gone. Defuse this last explosive charge and if the mission does not end, pursue the remaining terrorists.





KEY COMMANDS FOR PC

ORDERS

- F1 "Move UP" Orders your squad to move up forward to your position.
- F2 "Follow Me," Squad returns to column formation behind you.
- F3 "Hold Up" Orders your squad to hold their positions.
- F4 "Hit The Dirt" Hit the key once and entire squad will crouch, hit it again and they prone. Hit this key again and every-one will stand.

CAMERAS

- F5 3rd person view
- F6 1st person view
- F7 Binoculars
- F8 Night Vision (if you selected a Night Vision Scope)
- F9 Scope & Infrared Scope (not all weapons can use a scope.)
- F10 Map mode (use numeric keypad to scroll and zoom in/out)
- F11 Toggles between red Laser designator and yellow 2D reticule and no pointer
- F12 Drop camera (the camera moves once the character is out of view)

TARGETING

- T Targeting Toggle, forces the camera to center on the middle of the screen, so you always fire at the middle of the screen. For the most "traditional" shooting game -style camera, use the yellow crosshair, with the Targeting ON For the most "realistic" camera; use the laser dot, with the Targeting OFF (default)

MOVEMENT

Numeric Key Pad

- 8 move forward fast
- 5 move forward slow
- 2 move backward
- 4 turn left
- 6 turn right
- 0/Ins "running strafe" left (hold down fire button to fire)
- ./Del "running strafe" right (hold down fire button to fire)
- 7 sidestep strafe left (hold down fire button to fire)
- 9 sidestep strafe right (hold down fire button to fire)
- 1 lean left (hold down fire button to fire)
- 3 Lean right (hold down fire button to fire)
- + Zoom in (3rd person only)
- Zoom out (3rd person only)

- A Stand up
- Z Lie down

Miscellaneous Controls

- F Turn flashlight on/off
- Left Alt Toggles alternate fire (OICW and M203) switches between grenade and rifle
- TAB switches to next "buddy" if still alive or available
- Left Click Fire
- Right Click Issue buddy commands
- L Hold down & move mouse. moves 3rd person camera wherever you want
- 1-4 Change weapons
- "Wide screen" adjustment
- + "Wide screen" adjustment



SPACE	Open door/activate switch
[and]	Cycle through inventory, then hit RETURN to activate/use/throw item
D	Drop select item
P	Picks up item on ground (note: must be facing item and within 2 feet of it)
RETURN	Use inventory item (throw grenade for example)
R	Reload weapon

MOUSE

Left Click	Fire selected weapon
Right Click	Brings up Buddy Control GUI (see below for more info)
Mouse Up	Look up
Mouse Down	Look down
Mouse Left	Look left
Mouse Right	Look right

NOTE: *These are the preset controls and you can reassign all of these keys in the Options menu if you choose to do so.*

CONTROLLER COMMANDS FOR DREAMCAST

Directional Controls

Directional Buttons	Movement L/R F/B and Select menu options
Left Trigger (Variable.)	Auto-aim, disabled when player uses movement pad
Left Trigger (Fully depressed.)	Walk
Right Trigger + Left/Right (Fully Depressed.)	Running Strafe L/R
Right Trigger + Direction (Half depressed.)	Sidestep Strafe L/R
Both Triggers + Up/Down (Fully Depressed.)	Posture – Prone/Standing
Both Triggers + Left/right (Fully Depressed)	Sidestep L/R
Both Triggers + Left/Right (Half Depressed.)	Lean L/R

Weapons Aiming/Firing & Scope Selection

Analog Stick	Aim Weapon/Select menu options
Button “A”	Fire Weapon/throw or used selected inventory item
Button “Y”	Activate Scope/Toggle modes. (Single press to Activate scope; continuous presses cycle through the scopes modes.)



Squad Commands & Menus

Button “X”	Opens menus
Weapons Menu	Select weapons 1 – 4
Squad GUI & Squad Orders Menu	Rally/Defend/Demolish with Move up/Follow Me/Hold Up/Hit the Dirt
Inventory	Shows Inventory Items for the player and squad members. The Flash Light can be selected from here
Camera Options	1 st /3 rd Person, drop camera and Overhead camera (MAP)
Map	Shows the mission map
Directional Buttons	Select a menu option
Button “A”	Activate menu option
Button “B”	Cancel menu/go back

Other Options

“Start” Button	Pauses game & brings up an Options Menu
Back to game	Returns to game action
Exit to Menu	Takes you back to the front-end

GAME BASICS



Soldier types

Once you have selected a mission, you can assign each of the squad members an AI type from the selection of soldiers. The choice should be made to suit the particular mission. You can choose from the following AI types:

Close Combat

The Close Combatant will try to engage enemy targets that are at a close range.

Infantry

An infantry unit will engage targets that are located at a medium distance.

Machine Gunner

The Machine Gunner will pepper enemy targets that are at a medium distance.

Sniper

The Sniper will only attempt to engage enemy targets at a distance from their current position. They will not go hunting for them.

Demolition

The Demolition Soldier attempts to take out targets with explosive weapons from their current position without hunting for targets.

Grenadier

The Grenadier will engage targets using explosive his weapons.



Personality Types

The enemy AI has personality types just as your squad does. They are:

Sniper:

The Sniper stays in one location and fires from pronounced distances, but they have a small field of view

Fix Sentry:

The Fixed Sentry stays in one location and has a wider field of view than the Sniper

Path Patrol:

Path Patrol travels on a pre-defined path and they will leave that path to engage your squad

Hunter:

The Hunters have the ability to follow your footprints or blood trails

Close Quarters:

Close Combatants will only engage your squad when at close range

Civilians

In a few missions you will encounter civilians. They are programmed to try to avoid contact with your Squad. They will run at times. Depending on the level of difficulty that you have chosen, killing a civilian could fail your mission. So be sure that before firing you are sure that it is a hostile that is in your sites.

Hostages

There are a few missions where hostages are required to be rescued. Hostages are no different than civilians except they won't runaway from you. Hostage deaths will result in a failed mission no matter what the difficulty setting.

Seeing and Hearing

The AI, including your own Squad, acts in response to sounds and site. The way they react is as follows:

Noise:

They can hear from further away than they can see. **Reaction:** When a noise is made, they'll start to investigate, but if they do not see or hear anything additional to the previous noise, in time, they will return to their normal status.

Sensory Sensitivity:

The AI can hear 360 degree around them.

The AI can only see in a 90-degree field.

The AI will run to steer clear of explosions (Grenades, Satchel Charges, Claymores).

If the AI is wounded, sometimes they may run for a safer area.

Visibility is affected by posture. When standing you are the most visible. When prone you're the least visible. This also is affected by how much you're illuminated. You are less visible if you are in the shadows. Using your flashlight makes you more visible.

CAMPAIGN & PROMOTIONS

Each time you successfully complete a mission, your Squad Mates and yourself will be promoted, as long as they are alive. As your team moves up in the ranks, they become more accurate with the use of their weapons. But, if they are killed, low ranking soldiers will replace them, so try to keep everyone alive. Here are a few things that you should keep in mind to get these promotions:

The fixed enemy AI must be turned on to obtain promotions

Each mission contains only one promotion. So you can't keep replaying a mission that you aced to climb the ranks!

Promotions are only handed out to those who are involved and alive at the end of a successfully mission.

Only after the completion of the mission, can you view the rankings, along with; mission length, the number of enemy casualties, and how many squad members are remaining -with their new rank.

ITEMS, WEAPONS, & TIPS

INVENTORY

The weapons and items in Spec Ops 2: Green Berets are modeled to be the equal counterpart to the real McCoy. So, you don't get some crazy Sci-fi blaster guns with x-ray scopes. This is real life buddy! Or... ah... you know, real "cyber life." The following is a list of all the weapons and items found in the game, which all, just so happens to be selectable from the beginning of the game. Strange huh? So, available to you in the first mission could be the most deadly of all weapons, the Vektor!

Semi-automatic and automatic weapons fire bullets in a spread, and the further you are from your target, the wider the spread. So keep a close eye out for those with large spread radiuses if you need a long-range weapon. Also notice which ones are versatile in many different range situations, i.e. have an infrared scope or not.

WEAPONS



AK 47
7.62mm Assault Rifle

30 rounds to a clip. Slower rapid-fire than other assault rifles. Close range combat weapon. Long-range weapon, it is not. It has a wide bullet spread, the bullets scatter at a distance, and is weak in comparison to the M203.

ChiCom
7.62mm Assault Rifle
30 rounds to a clip. Very fast rapid firing. Wide bullet spread, yet remarkably affective.



HK69A1

40mm Grenade Launcher

One clip holds 11 grenades; the grenade launcher can chuck a grenade much further than the human arm. The soldier with the Launcher equipped can hold many more grenades (in the form of extra clips) than any other combatant. This is an awesome weapon for medium and long range attacks.



M203

5.62mm Assault Rifle

Has long-range wide bullet spread but more accurate and deadly than the ChiCom at a comparable distance

M249

5.62mm SAW

Holds 100 round clips and has a very rapid steady shot. At a distance,

a few bullets go wider than they should, close combat bullets spread evenly in a horizontal line. Good weapon overall.



M240

7.62mm Machinegun

60 rounds a clip, shoots 5 round bursts, more accurate when in the prone position. The bullet spread at long distances is favorable.

M82

.50cal Sniper Rifle

8 rounds to a clip, the Sniper's weapon of choice. Has scope and infrared scope. You can only get one round off every second.



MP5

9mm Submachinegun

100 rounds to a clip, shoots very rapidly, and maintains a fairly straight bullet stream at a distance. This is a wiser choice of weapon over that of the M82 or the Ak47.

M4

5.62mm Assault Rifle

Fires off quick 3 round bursts one after the other. Holds 30 rounds a clip. Better suited for close to mid range combat, long-range bullet scatter is high. But it does have an Infrared scope to keep the scatter under control.



OICW

20mm XM and Assault Rifle

30 rounds a clip, tight distant bullet spread, one of the best long-range rapid firing assault rifles.



SAS 7.62mm Assault Rifle

45 rounds to a clip, rifles through clips in no time, bullet spread is on the less desirable side for long range unless you are using its scope and infrared capabilities, but a fair close range weapon. It's a well-rounded weapon as far as range flexibility goes.

L96A1

7.62mm Sniper Rifle

8 rounds to a clip, fires no faster than the M82 and is no deadlier a weapon. Also has scope and infrared abilities.



Steyer 5.62mm Assault Rifle

45 rounds to a clip, wide rapid fire bullet spread, scope and infrared ability



Hechler Koch SMG 7.62mm Machine-gun

60 round clips, fair long-range weapon good short range. Goes through clips like nobody's business.



UZI With Silencer 9mm Submachinegun

60 rounds to a clip, rapid-fire best used for close combat, bad distant bullet scatter.

LR300

5.62mm Assault Rifle

60 rounds a clip, scope with infrared abilities. Nice rapid-fire long-range assault weapon. Fires 15 rounds before you know it. Tight bullet spread.



Neostad
12 gauge CQB Shotgun
6 round clips, fires 4 round deadly blast with each trigger pull. It's a shotgun! Close combat is what it's used for.



Rocky mt. Patriot
5.62mm Rifle

Infrared scope, 60 rounds a clip, spread is less than the LR300's from the same distance. Gets off 5 rounds each trigger pull.



Vektor
5.62mm XM Rifle

60 round clips, with 5 round bursts each trigger pull, very tight bullet spread and has infrared scope. Since all weapons are selectable in the beginning of the game, why not stick with this one? It sounds like a futuristic laser gun when fired which makes it that much more enjoyable. The gun rocks.



EQUIPMENT



Medkit

Blood Plasma restores health to 100%



Satchel Charge

C4 high explosive charge. Make sure you are far away when the timed charge goes off.



Claymore

M18 AP Mine. Once placed, can only be triggered using the Claymore Clacker.



Frag Grenade
Shrapnel grenade

HE Grenade
Fire grenade.



M4 Smoke Grenade
Colored Smoke Grenade. Useful for providing smoke cover for retreats.

WP Grenade
White Phosphor Grenade.



Extra Clip
Extra magazine for whatever weapon you have chosen

TIPS

Throw grenades over hills and crates to kill enemies in hiding

Use the 3rd person camera view and walk backwards when going down ladders. A long fall can injure

Mission briefings have clues to what weapons or items that you will need in the mission. Read them carefully

Both you and the AI can shoot through railings, fences, tents, and windows

First Person camera view is best to maneuver through tight spaces and the most accurate for most weapons. Third Person camera view is best for understanding the layout of the map.

The enemy AI will run away from a thrown grenade, so you can use grenades to flush out the enemy if they're in bunkers or behind a corners even if the grenade does not kill them.

Shooting out lights make it harder for opponents to see you.

Move in the shadows whenever possible, and be silent, stealthy like.

Kneel and prone as much as possible. Make the mission longer but keeps you alive.

Reload before going into each battle. You don't want to attack with one round left in a clip!



If you are on fire from a grenade, you can drop and roll to put the fire out.

SPECIAL OPERATIONS FORCES IMPERATIVES AND TRUTHS

Special Operations Imperatives

Understand the Operational Environment

Recognize Political Implications

Facilitate Interagency Activities

Engage the Threat Discriminately

Consider Long-term Effects

Ensure Legitimacy and Credibility of Special Operations

Anticipate and Control Psychological Effects

Apply Capabilities Indirectly

Develop Multiple Options

Ensure Long-term Sustainment

Provide sufficient intelligence

Balance Security and Synchronization

Special Operations Forces Truths

Humans are more important than Hardware

Quality is better than Quantity

Special Operations Forces cannot be mass-produced

Competent Special Operations Forces cannot be created after emergencies occur

MURPHY'S LAWS OF COMBAT

You are not a superman.

If it's stupid but works, it's not stupid.

Don't look conspicuous it draws fire.

When in doubt, empty your magazine.

Never share a foxhole with anyone braver than you are.

Remember: the lowest bidder made your weapon.

If your attack is going really well, it's an ambush.

No plan survives the first contact intact.

Try to look unimportant. The enemy may be low on ammo.

The easy way is always mined.

Incoming fire has the right of way.

If the enemy is in range, SO ARE YOU.

Tracers work both ways.

The only thing more accurate than incoming enemy fire is incoming friendly fire.

Professional soldiers are predictable, but the world is full of amateurs.

Murphy was a grunt.



ROBERT ROGERS RANGERS STANDING ORDERS CIRCA 1759

This is from the very first US Special Forces group. This advice is still useful today.

Don't forget nothing.

Have your musket clean as a whistle, hatchet scoured, sixty rounds powder and ball, and be ready to march at a minute's warning.

When you're on the march, act the way you would if you was sneaking up on a deer. See the enemy first.

Tell the truth about what you see and do. There is an army depending on us for correct information. You can lie all you please when you tell other folks about the Rangers, but don't never lie to a Ranger or officer.

Don't never take a chance you don't have to.

When we're on the march we march single file, far enough apart so one shot can't go through two men.

If we strike swamps, or soft ground, we spread out abreast, so it's hard to track us.

When we march, we keep moving 'til dark, so as to give the enemy the least possible chance at us.

When we camp, half the party stays awake while the other half sleeps.

If we take prisoners, we keep 'em separate 'til we have had time to examine them, so they can't cook up a story between 'em.

Don't ever march home the same way. Take a different route so you won't be ambushed.

No matter whether we travel in big parties or little ones, each party has to keep a scout 20 yards ahead, twenty yards on each flank and twenty yards in the rear, so the main body can't be surprised and wiped out.

Every night you'll be told where to meet if surrounded by a superior force.

Don't sit down to eat without posting sentries.

Don't sleep beyond dawn. Dawn's when the French and Indians attack.

Don't cross a river by a regular ford.

If somebody's trailing you, make a circle, come back onto your own tracks, and ambush the folks that aim to ambush you.

Don't stand up when the enemy's coming against you. Kneel down. Hide behind a tree.

Let the enemy come till he's almost close enough to touch. Then let him have it and jump out and finish him up with your hatchet.



PC VS. THE DREAMCAST VERSION

Multiple Object Selection in the Inventory

This keeps you from having to open the menu when you want to select several items such as grenades or extra clips.

Improved Buddy AI

When you are in control of a Buddy AI, it is less wearisome on the Dreamcast version.

Squad Member HUD

This allows you to oversee your squad more efficiently. You can effortlessly examine each squad member's general health and their present orders.

Improved Sniper Scope

The targeting of hostiles is much easier when aiming with the scope of sniper weapons.

Easier Mission Timers

The mission times have been extended to make the game slightly easier on the Dreamcast version.

Vibration Pack Compatible

With the Dreamcast version and a Rumble Pack, you can feel when they are taking bullets, or when the recoil when you fire your weapon.

Improved Infra Red Vision

Infrared mode offers a more complete view of targeted hostiles, making it easier to spot hidden enemies. This is especially useful in the Thailand missions.

Icon Driven Pop Up Menu Squad Orders/Inventory System

The squad order arrangement, and inventory controls, are accessed by pressing the "B" Button. All actions concerning Squad Orders are shown on the left side of the Menu and weapons and equipment appear on the right side of the Menu.

Order/item icons:

The player cycles through and chooses the order/item they wish for, and places it in the selector frame, and then presses the "A" Button to actually select it.

"Snap to" Auto Aim Feature

Allows trouble-free aiming for beginners. When the cross hair is placed near an enemy, it will auto target and position the cross hair over them. If there are multiple enemies, you can select which enemy you want to target by bumping the Control Stick in the direction of the enemy, and the cross hair will switch to the nearest target in that direction.



TRAINING

It's a good idea to check out the training simulators. Here you will learn how to use all the skills that will be required in the real mission. So, just like a real Green Beret, whom are relentlessly practicing and sharpening their skills, you too should look at training as a necessity. The following are tips on the training exercises.

MISSION A: JFK FIRING RANGE

Situation:

Firing range.

Mission:

Familiarize yourself with SF weapons.

Preparation:

You can only carry one gun into each mission, but you can grab many other extras. Take one of each grenade into this training exercise to get a feel for how each works and then retrain with different choices of firearms.

Strategy:

Enter the first station and try out your firearm. Check it's secondary function if it has one; like the scope on the sniper rifles. Get used to the feel and aim of the weapon while filling the pop-up targets full of lead.

Enter the next station and do the same thing, only this time, kneel down. The accuracy is the same but the enemy will have a smaller target (you) to aim at. Kneeling is good when peering over dunes or small walls. In the kneeling position, the Beret can still run rather quickly. You should always be in the kneeling position or lower.

Enter the next station and get into the prone position (lie on your belly) In this position (and depending on the landscape), the enemy will have a very difficult time spotting you, let alone, hitting you with bullets. An enemy sniper is still a threat and your head is the only target he will see, so if you encounter this situation, the quickest draw will prevail.

Now for the explosives, select a grenade from your inventory and use the fire button to throw it. The distance it is thrown is dependant on how high or low you are looking. Notice that the Satchel Charge has a long timer and the Claymore has a detonating device that must be activated.



MISSION B:

JKF OBSTACLE COURSE

Situation:

Combined confidence (obstacle) course and firing range.

Mission:

Navigate course for time.

Preparation:

All you need for this course is a weapon and a bunch of ammunition.

Strategy:

You are given 3 minutes to make it through the entire obstacle course. This will give you the feel for the few timed missions that you will encounter later.

Starting from the beginning and heading down the right path, this is the order of obstacles and how to tackle them.

The Barrier - approach the barrier and get into the prone position. Crawl under the whole length of the barrier then stand up and run in a full stance position.

Mock-up Buildings -Keep running through this area and attempt to shoot the pop-up targets in the windows. Don't stop to take aim, just do your best while running.

Training Wall -Approach the wall and simply push forward to get on it and climb it. Once on top run across the scaffold to the net on the other side. Take hold of the net and push up to scramble up it. At the top of this platform, run off the edge and take the final netting. To climb down, simply push down.

Concrete Obstacle -Run through the middle of this.

Crawl Obstacle -crawl under the next obstacle after the concrete one. Approach the edge and prone and press forward to slither under. Once through, stand all the way up and continue down the path.

3 Wooden Walls -Run between the first two walls and around the last one. Lastly, race to the finish line to complete the obstacle course.



MISSION C:

JFK TIRE HOUSE

Situation:

CQB rifle and grenade training range.

Mission:

Execute close quarters combat individual tactics.

Preparation:

This is similar preparation to a general mission. Bring a rifle of your choice and some grenades and as with any mission, extra clips of ammunition and a Medkit is a safe bet.

Strategy:

You have 3 minutes to complete this training exercise. You will face live hostiles in this course. The paper targets are there to trick you.

If you begin by entering the door next to the warning sign you can follow the maze by carefully rounding each corner like it's death on the other side. Once all the hostiles are dead move through the maze to the exit in back.

The next tire house is tough to get into at first. Standing near the exit of the first maze, toss a grenade inside the door of the second. Doing this, will take out a hostile hiding around the corner. Now, carefully enter the house. Just inside you will encounter two more hostiles. As before, come around the corners slowly and carefully and kill anything that moves. Once you find the remaining two hostiles, go back to the entrance and enter the third area.

The third area is void of enemies, so quickly plot a route through the maze to the exit.



MISSION D:

JFK SHOOT HOUSE

Situation:

CQB rifle and grenade training range.

Mission:

Execute close quarters combat individual tactics.

Preparation:

In this training exercise you head a two-man team. Equip assault rifles, extra clips, and whatever amount of grenades you can carry.

Strategy:

You have 3 minutes to find and kill four hostiles who have taken up defensive positions in various areas inside the shoot house.

Begin by entering the side door and proceed inside heading to the left. Your first culprit is inside a room to the right, you'll see him and be able to take him out from the position of the hallway.

Enter the room that this hostile was in and work your way around back to the hallway. There are rooms on both sides of this hallway. Use the lean function to take a peek around walls and corners before moving in. Use grenades carefully for the difficult angles. When you get good at it, you can bounce these bad boys off walls and surfaces to put them exactly where you want them.

Tip: Another sneaky way to tackle this is to climb to top of the walls and carefully take out distant hostiles with a sniper rifle before they see you.